Kiryu Sakakibara

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Education

Cornell University, College of Engineering *Sep 2019 - May 2023*

- B.S. in Computer Science, Game Design Minor | GPA: 3.4
- Relevant courses: Data Structures, Functional Programming, Differential Equations, Linear Algebra, Game Design, Databases, Algorithms, Computer Vision, Computer Graphics, Artificial Intelligence

The Bronx High School of Science *Sep 2015 - June 2019*

- Relevant courses: App Development, Game Programming

Experience

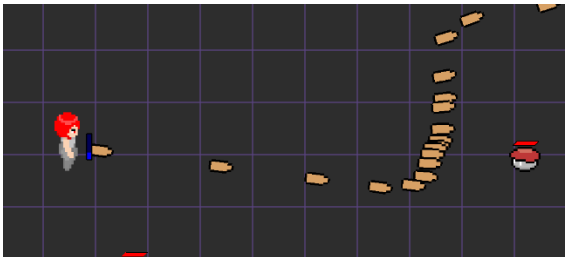
Software Development Engineer Intern *Seattle, WA*
Amazon *May 2022 – Aug 2022*

- Developed a full-stack web application from scratch using React and Java REST APIs, allowing internal Amazon employees to query a database easily and safely for information regarding unsellable servers.
- Collaborated with stakeholders frequently to ensure the application was being built based on customer needs first.

Teacher's Assistant for Intro Game Design *Ithaca, NY*
Cornell University *Jan 2022 – May 2023*

- Attended discussions and presentations to oversee 12 groups and the development of their games, as well as answer any questions that they may have had.
- Helped improve students' games by grading assignments with feedback, holding office hours, and play-testing games for functionality and design.

Projects

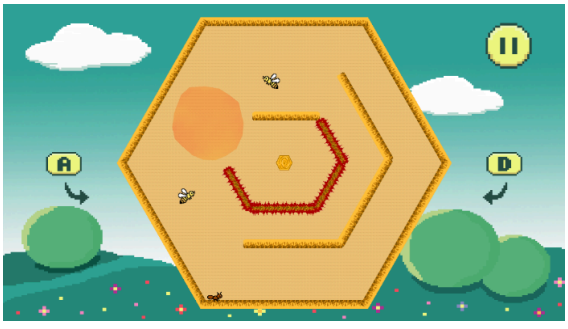


***Time Step Delta* Video Game**
Personal Project

- A Rogue-like bullet hell game for browser/PC being developed by myself in TypeScript using the Phaser game engine and Electron.
- Play at https://kiryusakakibara.itch.io/time-step-delta

***Yeti Set Go!* Video Game**
Advanced Game Design at Cornell

- A multiplayer platformer game for mobile devices developed by a team of 9 people in C++ using the CUGL game engine.
- Implemented screen/world transformations, win/lose conditions, and collision detection.



***Honey Heist* Video Game**
Intro Game Design at Cornell

- A puzzle platforming game for computers developed by a team of 8 people in Java using the LibGDX game engine.
- Implemented level editor and manipulation of JSON files to store and load level designs and save states.

Skills

Programming languages: Java, Javascript, C#, C++, Python, SQL
Development tools: Unity, LibGDX, Git/Github, Android Studio, Node, React, Spring, Electron, Webpack, openGL
Languages: English, Japanese